



# GRAFTER CLASS

**HOME BREW**

Take the parts of others to your advantage with this homebrew  
DnD 5e class



## GRAFTER CLASS

In the wake of the Ironbark Grove, with animals and monsters mutated into beings that cannot easily be comprehended, an orc has learned to survive by becoming one of the very beasts themselves.

As the world starts to fall into mayhem, some seek to find any avenue available in order to ensure survival. Some seek out a massive sea creature known as the abyssal leviathan, and merge within the aquatic kingdom.

Rumours are that some humanoids are able to turn to animals, and how their beastly counterpart is able to take control of their selves.

## DISGUSTING FORMS

Many humanoids are shunned from the cities that would safeguard their citizens. The thought of having the extra souls of those extra beings make them more easily corrupted. While this theory has not been confirmed or denied, the thought of it would lead to many humanoids that look like monsters to survive in the world without the comfort of knowing their future.

## UNCANNY LIVES

Some say that these beings are some of the smartest allies to have at your disposal. Their understanding of anatomy helps heal those who are sickened with diseases, or even lost limbs and organs, they are some of the first people to know how to cure these unfortunate hinderances.

## HIRED SOLDIERS

Despite not being trusted in the slightest, grafters are often considered to be hired as soldiers during situations of extreme dire. As those who attach others to themselves have an idea of what the monsters of the wild can do, they can provide an extreme tactical advantage for knowing who their enemy is.

Whether it be a grafter being a silent guard that people do not know of, preventing the mutated amalgamations leaving the Ironbark Grove, or even publicly defending the city of Arddale from the recent red half-dragons emerging from the volcano known as Infernoplex's Heart, their knowledge of how other bodies works lets them adapt and overcome even the greatest of horrors.

### QUICK BUILD

You can make a grafter quickly by following these guidelines:

First, make Constitution your highest ability score, followed by Dexterity, then Wisdom.

Second, pick a the hermit background.





## THE GRAFTER

Level	Proficiency Bonus	Features
1st	+2	Eldritch Surgery, Dual Vitality
2nd	+2	Adaptation Feature, Self Experimentation
3rd	+2	Foreign Anatomy
4th	+2	Ability Score Improvement
5th	+3	Extra Attack, Adaptation Feature
6th	+3	Anomalous Integrations
7th	+3	Test Subjects
8th	+3	Ability Score Improvement
9th	+4	Adaptation Feature
10th	+4	Mixed Metabolism
11th	+4	Weaponized Lobotomy
12th	+4	Ability Score Improvement
13th	+5	Adaptation Feature
14th	+5	Evolution Revolution
15th	+5	Survivalistic Reinforcement
16th	+5	Ability Score Improvement
17th	+6	Adaptation Feature
18th	+6	Disgusting Deception
19th	+6	Ability Score Improvement
20th	+6	Otherworldly Surgeon

## CLASS FEATURES

As a grafter, you gain the following class features

### HIT POINTS

**Hit Dice:** 1d8 per grafter level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per grafter level after 1st

### PROFICIENCIES

**Armor:** Light armour, Medium armour

**Weapons:** Simple weapons, Martial weapons

**Tools:** Herbalism Kit, Weaver's Tools

**Saving Throws:** Constitution, Wisdom

**Skills:** Choose three from Arcana, Religion, Nature, Animal Handling, Survival, Athletics, and Medicine

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- One Martial Weapon
- (a) Two daggers or (b) 5 Javelins
- (a) Scale mail, or (b) Leather Armour
- A Shortbow with a quiver containing 20 arrows
- Weavers Tools

## ELDRITCH SURGERY

Starting at 1st level, you learn the art of grafting.

Whenever you finish a long rest next to a non-swarm corpse that has been dead for less than 10 days, and you have access to Weaverr's Tools, you can combine parts of one creature into yourself to gain a Grafted Part.

When you do so, you do not benefit from the rest. When you add a Grafted Part, you can choose one of the following benefits:

- You can replace a missing limb or organ (does not replace head.)
- You gain a unique benefit, depending on the creature type (look at the Grafted Creature Benefit section later on in the class.) You cannot have two of the same Grafted Creature Benefits at the same time, and can have an amount of Grafted Creature Benefits equal to your proficiency bonus.
- You gain resistance to a single damage type that the creature was immune to.
- You gain advantage on saving throws against a single condition that the creature was immune to.
- You gain one language that the creature knew in life, if it does have one.
- You gain one sense that the creature knew in life, such as Darkvision or Tremorsense, up to 30ft. If you already have a sense, you instead increase it by half its distance.
- You gain a single proficiency to an ability check that the creature knew in life.
- Your size increases by one size category. You cannot benefit from this feature multiple times.

You can only have as much Grafted Parts equal to half your grafter level, rounded down.

If you wish to remove a Grafted Part, you must do so during a long rest. The same rules apply for removing a Grafted Part as when you add one.

## DUAL VITALITY

Also at 1st level, whenever you have a Grafted Part, whenever you finish a long rest, you gain an amount of temporary hit points equal to the Challenge Ratings for the Grafted Parts that you have. These temporary hit points come back when you finish a long rest.

For example, if you have 2 Grafted Parts, coming from creatures of a Challenge Rating of 4 and 9, you gain 13 temporary hit points whenever you finish a long rest.

In addition, whenever you add a Grafted Part, you may choose to change your creature type from humanoid to the creature type you grafted onto yourself. You can only count as one creature type at a time.



## GRAFTING ADAPTATION

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Starting at 2nd level, you focus your stitching of others into a special field. Choose an adaptation, which is your main focus and expertise for your grafting. Your choice grants you features when you choose it at 2nd level and again at 5th, 9th, 13th, and 17th level.

You can choose one of the following Adaptations:

- Biohazard Adaptation
- Hybrid Adaptation
- Living Smith Adaptation
- Parasite Adaptation
- Runeweaver Adaptation
- Wild Tamer Adaptation

## EXPERIMENTAL WEAPONRY

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Also at 2nd level, you can change your arms to become natural weapons. Whenever you gain a Grafted Part, you can choose to gain a natural weapon. This natural weapon has the finesse property, and you are proficient with them. The natural weapons are as follows:

- **Claws:** You gain a pincer that overlays your hand. This natural weapon deals 1d6 piercing damage. On a hit, you can use a bonus action to grapple the creature.
- **Tentacles:** You gain a tentacle around your arm. This natural weapon deals 1d6 bludgeoning damage. This has a reach of 10ft.
- **Fangs:** Your teeth become razor sharp. This natural weapon deals 1d6 piercing damage. The damage changes to 1d8 piercing damage if the target is below half their maximum hit points.

## FOREIGN ANATOMY

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Starting at 3rd level, your body changes to help fend off the natural order. Whenever you are fighting a creature who has the same creature type as you, when you are hit, you can use your reaction to force the creature to roll at disadvantage, and if you miss an attack, you can use your reaction to roll at advantage.

You can use this feature a number of times equal to your proficiency bonus per long rest.

## ABILITY SCORE IMPROVEMENT

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When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

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Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## ANOMALOUS INTEGRATIONS

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Starting at 6th level, your natural weapons from your Experimental Weaponry feature count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## LAB RAT

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Starting at 7th level, death will not stop your curiosity for mixing parts of others. You can add the amount of Grafted Parts you have to the result of death saving throws.

## MIXED METABOLISM

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Starting at 10th level, you can force the extra body parts to contribute to your vitality. Whenever you gain temporary hit points from your Dual Vitality feature, you instead gain double the temporary hit points.

## WEAPONIZED LOBOTOMY

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Starting at 11th level, the combination of others is convulsive to those who you claim to be. Whenever you attack a creature that matches your creature type, you deal an additional amount of psychic damage equal to your proficiency bonus.

## EVOLUTION REVOLUTION

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Starting at 14th level, you can use your Eldritch Surgery feature during a short rest. The same rules apply when attaching or removing a Grafted Part.

## SURVIVALISTIC REINFORCEMENT

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Starting at 15th level, the extra amount of body parts you have allows you to make a modified meat shield. As a bonus action, you can regain half the temporary hit points you would get from your Dual Vitality feature.

You can use this feature a number of times equal to your Constitution modifier (minimum of once) per long rest.

## DISGUSTING DECEPTION

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Starting at 18th level, your grafted bodies can confuse some monsters of the wild. Whenever you encounter a creature that matches your same creature type, with the exception of humanoids, you can make a Charisma (deception) check against the creature's Wisdom (insight) check. On a success, the creature thinks you are one of their own, and will not be hostile towards you, unless you attack them.

## OTHERWORLDLY SURGEON

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Starting at 20th level, the bonded body parts become more potent. Whenever you use your Eldritch Surgery feature, you can choose two benefits instead of one.



# GRAFTED CREATURE BENEFITS

## ABERRATION

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The typically mind boggling aberrations allows you to better enhance your mind. You can telepathically communicate to any willing creature you see, up to a distance to ten times your grafter level.

## BEAST

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The primal senses of animals allows you to attack with more savagery. Whenever you hit a creature with two attacks of your natural weapons, you can add half your grafter level to the damage, rounded down.

## CELESTIAL

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The divine energies bolster your body, allowing you to heal yourself and others. As an action, you can touch a willing creature, and they can regain an amount of hit points equal to your grafter level.

Once you use this feature, you cannot do so again until you finish a short or long rest.

## CONSTRUCT

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The consistent programming and orders for the inanimate objects given life has allowed you to become more consistent yourself. Whenever you make an ability check that you are proficient with, you can add half of your grafter level rounded down to the result.

You can use this feature a number of times equal to your proficiency bonus per long rest.

## DRAGON

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The deadly breath of the dragons linger in your throat. As an action, you can choose to exhale this breath in a 30ft cone. Any creature within this area has to make a Dexterity saving throw. The damage dealt is force damage equal to a number of d4's equal to half your grafter level rounded down, or half as much on a success.

You can use this once per long rest.

The DC for this breath is equal to 8 + your proficiency bonus + your Constitution modifier.

## ELEMENTAL

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The primordial energies flows throughout the body, bolstering your weaponry. Whenever you hit a creature with a weapon attack, you can change your natural weapons damage type to an element that the elemental is associated with.

For example, if you use a Fire Elemental for this Grafted Creature Benefit, your natural weapons instead deal fire damage.

## FEY

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The soul of the trickster allows you to recognize and fight off their persuasive charm. You can add the half of your grafter level to saving throws against charm effects.

In addition, whenever you make a Charisma (deception) check, you can instead use your Constitution modifier when determining the result.

## FIEND

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The souls of the terrors of the lower planes has toughened your nerves. You can add the half of your grafter level to saving throws against frighten effects.

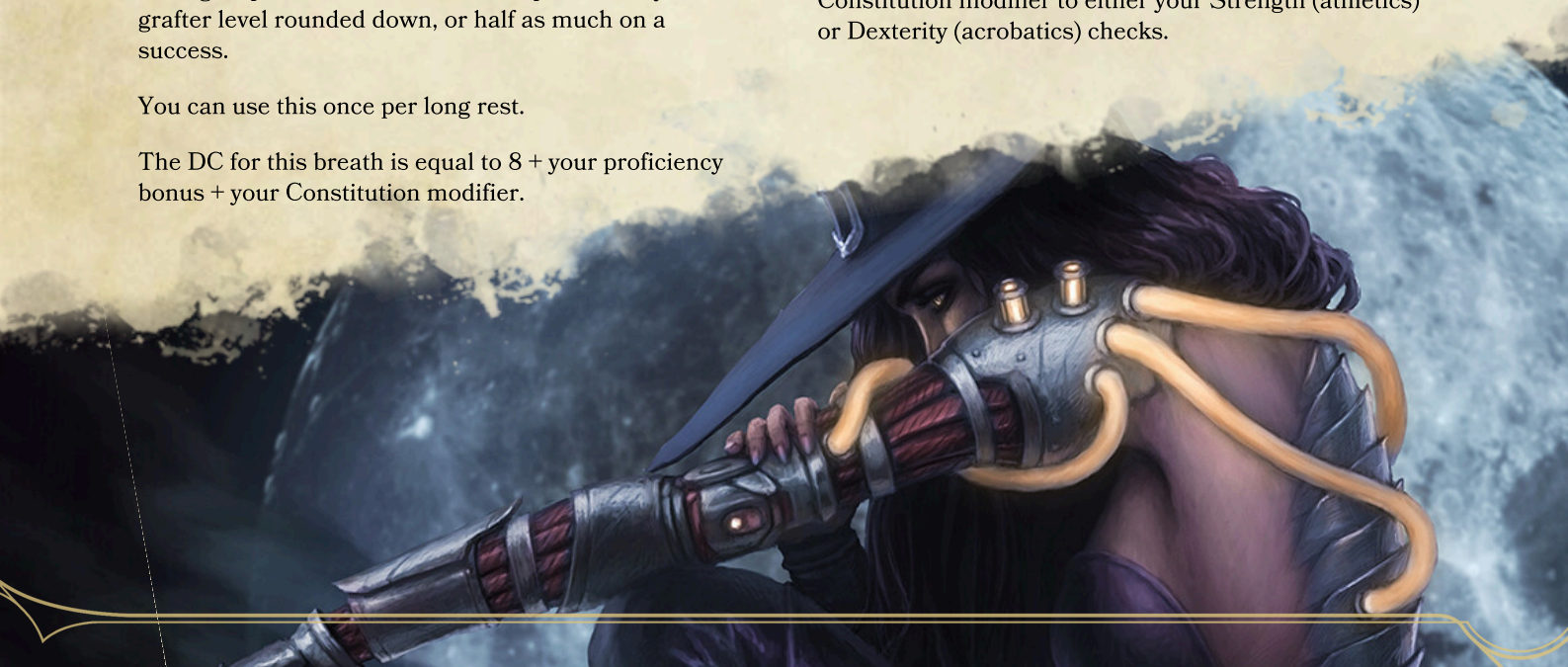
In addition, whenever you make a Charisma (intimidation) check, you can instead use your Constitution modifier when determining the result.

## GIANT

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The massive frame and strength of the giants allow you to gain their fortitude. Your maximum hit points increase by an amount equal to your grafter level.

Also, whenever you make a contested grappling check, or take an action to escape a grapple, you can add your Constitution modifier to either your Strength (athletics) or Dexterity (acrobatics) checks.





# GRAFTED CREATURE

## BENEFITS (CONTINUED)

### HUMANOID

The consistency and learn skills of humanoids lets you become an expert of their knowledge. You become proficient with a saving throw that the humanoid was proficient with. You also choose one proficiency bonus that you have. This now becomes an expertise.

In addition, whenever you make an ability check for your ability with expertise, the dice roll cannot be below your grafter level.

### MONSTROSITY

The incomprehensible nature of the monster you bonded to yourself allows you to force an emotion out of your targets. When you add this Grafted Part, choose either charm or frighten. As a bonus action, you can let out a roar. Each creature within 30ft of you that can hear you must make a Charisma saving throw, or become either charmed or frightened of you for one minute. If a creature takes damage, they can remake the saving throw. A creature can only be effected by this feature once every 24 hours.

The DC for this feature is 8 + your proficiency bonus + your Constitution modifier.

Once you use this feature, you cannot do so again until you finish a long rest.

### Ooze

The malleability of your newfound body allows you to contort your body beyond its limits. You can move through a space as narrow as 1 inch wide without squeezing.

In addition, your blood becomes acidic. Whenever you are hit with a melee attack, you can use a reaction to consume a grafter hit die, and the target takes acid damage equal to its roll plus your grafter level.

### PLANT

The roots and vines of plants start to wrap around your arms. You gain the Thorn Whip cantrip. Constitution is your spellcasting modifier.

### UNDEAD

The soulless cadaver you combine yourself to allows you to mask your own soul. Whenever you are brought down to zero hit points and are not outright killed, you instead have the an amount of hit points equal to your grafter level.

Once you use this feature, you cannot do so again until you finish a short or long rest.





# BIOHAZARD ADAPTATION

A COMMON PHILOSOPHY IS THAT LIFE ALWAYS FINDS a way to survive. It has happened with the Interplanar Battlegrounds, the Frostwave, and the Age of the Phoenix Army. With the newfound age, the Era of Madness and Magic, it is not uncommon to have monsters be mutated beyond mortal comprehension, ripping and eating the few remaining citizens in order to ensure their survival. Some grafters see this change, and vow to adapt to it, making themselves so deadly, that life around them withers away, and refuses to let others survive their presense, even after death.

## PATIENT ZERO

Starting at 2nd level, you learn how to corrode your internal body. Whenever you are hit with a melee attack, you can use your reaction to force the attacker to make a Constitution saving throw. The DC to beat is 8 + your proficiency bonus + your Constitution modifier. On a failure, the creature becomes poisoned until the end of your next turn.

Alternatively, whenever you hit a creature with a natural weapon, you can use your bonus action to force them to make the Constitution saving throw or becomes poisoned until the end of your next turn.

You can use this feature a number of times equal to your proficiency bonus per long rest.

## HERBALISTIC COMPOUNDS

Also at 2nd level, you become more adept at natural medicine and creations. You gain proficiency with Wisdom (medicine) checks, if you do not already have it. If you are already proficient with it, it becomes an expertise instead.

In addition, you can use a Herbalism kit for your Eldritch Surgery feature instead of Weaver's Tools.

## DISEASED LEAKAGE

Starting at 5th level, your contaminated organs leaks out a deathly gas when opened. Whenever you are below half your maximum hit points, or are hit by a critical hit, you can choose to create a 5ft radius around you for a number of turns equal to your proficiency bonus. Each creature in this area who starts in this radius or enters it for the first time on their turn takes poison damage equal to your grafter level.

Once you use this feature, you cannot do so again until you finish a short or long rest.

In addition, while a creature is inside this radius, they have disadvantage on saving throws against your Patient Zero feature. If a creature has immunity on saves against the poisoned condition, you ignore any creature's immunity to the poisoned condition. Such creatures instead make any saving throws against your the poisoned condition with advantage.

## BLISTERING WOUNDS

Starting at 9th level, your poisons can overcome those who are prepared against it. While your Diseased Leakage feature is active, you ignore creatures resistance to poison damage. Creatures who are immune to poison damage instead becomes resistant.

## OVERPOWERING CORROSION

Starting at 13th level, your toxic blood overrides flesh and scales to feel your alchemical wrath. While your Diseased Leakage feature is active, whenever you attack a creature that has armour that isn't natural or magical, or are attacked by a weapon that isn't natural or magical, it will gain a -1 penalty, which ends when the creature finishes a long rest. On a -5 penalty, the armor or weapon breaks.

### CLARIFICATION

Think of Overpowering Corrosion like the Rust Monster's Rust Metal feature, where if they attack you, they gain a penalty to their attack rolls with that weapon. While this feature can be done with any armor or weapons, the penalty is not permanent, as its restored on a long rest.

## BURSTING PANDEMIC

Starting at 17th level, the plague becomes too much for anyone to bear. Whenever you or a poisoned creature dies, they explode. Any creature within 10ft of them must make a Dexterity saving throw, or take an amount of d4's of poison damage equal to your grafter level, or half as much on a success. A creature can explode in this way once per long rest. The DC to beat is the same as your Patient Zero feature.





# HYBRID ADAPTATION

**T**HE CURSE OF LYCANTHROPY IS A MYSTERY TO ALL. Unknown how the body can transform against the will of the cursed one in order to turn into an animal is studied by the mages on the Arcane Atheneum. Often times, they will look towards a grafter in order to experiment with them about how to split between the two beings. With magic now imbuing the grafter, they have achieved the closest thing to understanding the monsters of the world, as they can now become them.

## SYMBIOTIC DEPENDENCY

Starting at 2nd level, the monster within you still has sentience, allowing you to tap into their powers. Whenever you gain a Grafted Part, you gain an ability that the creature had when they were alive. This unique ability does not include:

- Legendary Actions
- Legendary Resistance
- Innate Spellcasting
- Magic Resistance

You may only have one of these features at a time.

### NOTE

This is the equivalent of a part of a stat block to the player, which is the part above the actions and below the Challenge Rating of a creature, letting the player choose one of the options there.

## MOLDING FLESH

Also at 2nd level, you can change the extra flesh on your body to fit your needs. As an action, you can change your character into a creature that you have a Grafted Part of for an amount of turns equal to your proficiency bonus. You can choose to prolong the transformation for another turn beyond, at the cost of a level of exhaustion. You can only change into a creature if your grafter level is higher than the creature's Challenge Rating. All your statistics change, with the exception of your hit points.

You can use this feature once per long rest.

For example, if you have a Grafted Part of an Aboleth, a creature of Challenge Rating 10, you must have your grafter level be 10 or higher in order to turn into an Aboleth. At this level, you can become an Aboleth for 4 turns, before gaining a level of exhaustion for maintaining this form beyond the allotted time.

## FERAL MOVEMENT

Starting at 5th level, the monsters you bond with lets you move in unique ways. Whenever you gain a Grafted Part, and the creature had either a burrowing, flying, or swimming speed, you gain that movement equal to your movement speed. You can only have one extra movement option at a time. You must concentrate when using this extra movement option.

For example, if you use an Aarakocra for your Grafted Part, you can choose to gain a flying speed equal to your movement speed. You must concentrate while flying.

## INCOMPREHENSIBLE AMBUSH

Starting at 9th level, your extremely modified body can confuse those who dare go against you. Whenever you hit a creature with your natural weapon that is surprised, the attack will be considered a critical hit.

In addition, whenever you use your Dual Vitality feature, you count as two creature types instead of one.

## MONSTROUS SHIFT

Starting at 13th level, you achieve symbiosis with the others you attach to yourself. You can use your Molding Flesh feature twice per long rest.

## HORRORS OF THE NIGHT

Starting at 17th level, the woven flesh you bonded with lets you become more of a monster than the ones that wander the wild. Whenever you are on death saving throws, you can instead choose to remove a Grafted Part in order to ignore rolling a death save for your turn.





# LIVING SMITH ADAPTATION

**W**EAPONS ARE A NECESSARY FOR THOSE BRAVE enough to wander the frozen wastelands. Monsters of the night are easily capable of ignoring the best efforts of those who attempt to stop them. As magical weaponry is something that is only spoken in legends, their very being is a big deal. For some grafters, they see this as a challenge. With any modicum of hope of obtaining the weaponry to kill these monsters, and enhancing their own gear, why not kill two birds with one stone, and make your gear out of monsters?

## ORGANIC EQUIPMENT

Starting at 2nd level, your twisted mind has let you come up with your gear being made of your victims. Whenever you use your Eldritch Surgery feature, you can choose to instead make it into a piece of equipment. You cannot make any magical items. The gold value of the equipment made will be equal to ten times the creatures Challenge Rating.

## SYMBIOTIC GEAR

Also at 2nd level, the essence of life lingering in your items allows them to bond to you. Whenever you are wielding an item made from your Organic Equipment feature, you cannot be willingly disarmed from it.

## ITEMIZED SENTIENCE

Starting at 5th level, your living equipment still possesses some sentience that you can utilize. Whenever you are in possession of an item made from your Organic Equipment feature, you can choose to make it a trap. While trapped, whenever a creature other than you tries to use it, it will activate, and will damage the target who attempted to use it with an amount of bludgeoning, piercing, or slashing damage (your choice when making a trap) equal to the Challenge Rating of the creature you grafted into the Organic Equipment. If the creature type you made into an Organic Equipment matches the target it deals double the damage instead. You then lose the item you created.

You can only have an amount of traps equal to your proficiency bonus.

For example, if you make a set of studded leather armour from a Bone Devil, a Fiend of Challenge Rating 9, and another creature other than you wears it, they will take 9 damage of either bludgeoning, piercing, or slashing damage, to 18 damage if the target is a Fiend. The studded leather armor then vanishes.

## MUTATED MUTINY

Starting at 9th level, creatures are fully aware of their new state of being, and begin to act out. Whenever your trapped items from your Itemized Sentience feature activates, they will cling onto the target, restraining them for one minute, taking the damage at the start of their turn. A creature can take an action to make a Strength saving throw to remove the trap, with the DC being 8 + your proficiency bonus + your Constitution modifier.

In addition, you can also force a trapped item on an unwilling creature. You can do so if you successfully make an opposed grapple check.

Also, the damage dealt by your Itemized Sentience feature count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## FORBIDDEN STITCHING

Starting at 13th level, the living items you make see you as their way of letting their anger out, keeping you alive to do so. Whenever your trapped items from your Itemized Sentience feature deals damage to a target, you regain hit points equal to the damage they deal.

## LIFE GIVER

Starting at 17th level, you learn how to give life to inanimate objects. You can cast the Animate Objects spell once per short or long rest.





# PARASITE ADAPTATION

**I**N ORDER TO LIVE, SOMETHING MUST BE TAKEN. BALANCE needs to be enforced, whether it be harvesting crops in order to eat, or to kill a beast in order to have you survive their attacks. Some grafters know this idea, and they can adapt it to their own benefit by forcing their own designs to take from their surroundings. By making a small device that is able to steal the vitality of others, they can perform wonders that only some with a twisted enough sense of morality can, all as a means to live another day.

## GRAFTED LEECH

Starting at 2nd level, you can steal the life of others. Whenever you make a Grafted Part during your Eldritch Surgery feature, you can instead choose to make it a Grafted Leech. You can only have one Grafted Leech at a time, and can only use it a number of times equal to your proficiency bonus per long rest.

As an action, you can make a melee attack against a target. If the Grafted Leech has the same creature type as the target, you make the attack at advantage. On a hit, the leech is attached for one minute. A creature with a Grafted Leech can attempt to remove the leech at the end of their turn, making a Constitution check with the DC being the attack roll used to attach the leech.

As a bonus action, whenever your Grafted Leech is attached to a target, they take 1d6 necrotic damage, and gains a charge. A Grafted Leech has a number of charges equal to the creatures Challenge Rating. The damage increases to 2d6 necrotic damage at 13th level.

Whenever your Grafted Leech has any number of charges, and are in possession of it, you can use an action to consume any number of charges, gaining 1d6 hit points per charge. The hit points you gain per charge increases to 2d6 hit points gained at 13th level.

The Grafted Leech loses all charges whenever you finish a short or long rest.

## THEFT OF NATURE

Also at 2nd level, the flow of life can be easily transferred. Whenever you have to roll to gain hit points, as long as you have a Grafted Leech in your possession, you instead gain the maximum amount.

## ORGANIC REJUVINATION

Starting at 5th level, your vitality is drastically improved when claiming the blood of others. Whenever you gain hit points from your Grafted Leech, you also gain temporary hit points equal to the hit points gained.

In addition, whenever you regain hit points, you gain advantage on the next attack roll, ability check, or saving throw you make within the next minute.

## IMBEDDED SCALPEL

Starting at 9th level, your leech knows where the target is weak, guiding you to more deadly attacks. Whenever you have a Grafted Leech on a target, you score a critical hit on a 19-20.

## BIOLOGICAL SHUTDOWN

Starting at 13th level, your quick thinking can allow you to adapt to situations at a moments notice when fighting for your life. Whenever you score a critical hit against a creature that has a Grafted Leech attached to them, the target cannot regain hit points in any way until the end of their next turn, and become vulnerable to the next source of necrotic damage they take until the end of their next turn.

## GOREY REBIRTH

Starting at 17th level, you get the last laugh whenever you are killed. Whenever you die, and you have a Grafted Leech on a target, if they have an amount of hit points equal to or lower than your grafter level, or twice as much if the creature you made the Grafted Leech from matches the targets creature type, they instantly die. You then cast the Reincarnate spell on yourself. You can use this feature once per long rest.

### NOTE

The Grafted Leech is tied directly to the Challenge Rating of the creature you use to make the leech.

For example, if you make a Grafted Leech from an Owlbear, a Monstrosity of Challenge Rating 3, you have 3 charges for your Grafted Leech. When you attack a Monstrosity with the intention of attaching the Grafted Leech from the Owlbear, you make the attack roll at advantage. If you hit a creature with an attack roll of 19 to attach the leech, the creature must make a DC 19 Constitution check to remove the leech.





# RUNWEAVER ADAPTATION

**M**AGIC IS A NEWFOUND CONCEPT THAT HAS brought the world into madness. Ever since the meteor hit the moon and brought the world into the new era, magic is easily accessible for those who is smart enough to weave the fine line between reality. However, some records

show that the city fo Selkirk has had runes that can be compared to magic, although its origins are unknown. Despite that, some are brazen enough to try and force the magic into themselves at the cost of their own vitality, and these grafters are the most persistent.

## FLESH RUNE

Starting at 2nd level, your ideas for achieving magic comes at an ever greater toll to your body. Whenever you use your Eldritch Surgery feature, you can instead choose to make it a Flesh Rune. You can have as much Flesh Runes equal to your proficiency bonus.

While you have a Flesh Rune, you gain a cantrip from the sorcerer spell list.

Alternatively, you can expend a Flesh Rune to cast a spell from the sorcerer spell list. You can only cast a spell of a level equal to half of your proficiency bonus. You can use this once per Flesh Rune per long rest. When you reach 13th level, you can cast a leveled spell from your Flesh Rune once per short or long rest.

Constitution is your spellcasting modifier.

For example, at level 9, you can have 4 Flesh Runes. If you wish to cast a leveled spell, you can use your Flesh Rune to cast a 2nd level spell or lower. You can cast up to 4 leveled spells before having to take a rest.

## SECRETS OF SELKIRK

Also at 2nd level, the magic you try to force lets you become more knowledgable about how it works. You gain proficiency with the Arcana skill. If you are already proficient with it, it becomes an expertise instead.

In addition, whenever you see a rune, you gain advantage on Intelligence (arcana) checks for determining what it says or what it can do.

## OF MIGHT AND MAGIC

Starting at 5th level, you become more adept at your forced magic. Whenever you use the Attack action, you can cast one of your cantrips in place of one of your weapon attacks.

## FORCED RESISTANCE

Starting at 9th level, you learn how to fend off the powers of magic. Whenever you have a Flesh Rune, you gain advantage on saving throws against magical effects, so long as you have an amount of Flesh Runes equal to or higher than the spell's level.

For example, if you have 3 Flesh Runes, you gain advantage on saving throws against magical effects from 3rd level or lower.

## CONTAINED MADNESS

Starting at 13th level, the side effects of the Era of Madness and Magic start to lose most of its meaning on you. You gain advantage on saving throws that cause the charmed, frightened, and madness effects.

## RETAINED ENGRAVINGS

Starting at 17th level, you become more easily able to keep the secrets of the insanity. Whenever you cast a leveled spell through your Flesh Runes, you cast the spell as if you had casted it with a 5th level spell slot.

In addition, you gain another attunement slot.





# WILD TAMER ADAPTATION

**F**OR SOME, ANIMALS ARE THE BEST WEAPONS TO use. Easily trained for combat, and a lot of variation. With them being easily accessed, their presence is not taken too seriously. In order to stave off the attacks of recent monsters, such as half-dragons and werebeasts, some grafters see those animals that are overlooked and turn them into disgusting weapons. While being shunned more often, their results speak for themselves. At least, if they have vocal components grafted into them.

## EXPERIMENTAL COMPATRIOT

Starting at 2nd level, you can summon animals to test your grafting skills onto others. You can ritual cast the Find Familiar spell.

In addition, you can use your Eldritch Surgery feature on your familiar. They can have as much Grafted Parts on them equal to your proficiency bonus.

## INSTANT TRANSMOGRIFICATION

Also at 2nd level, your bonds to the compatriot you have lets you morph inwards and let you two switch places. Whenever you are within 30ft of your familiar, and you both have the same creature type, you can use half of your movement speed to swap places with your familiar.

You can use this feature a number of times equal to your proficiency bonus per long rest.

## TONGUE OF THE ARCHFEY QUEEN

Starting at 5th level, you learn how to communicate with animals. You can cast both the Animal Friendship and Speak with Animals spells.

You can cast either spell once per long rest. When you reach 13th level, you can cast either spell once per short or long rest.

## DRUIDIC MOCKERY

Starting at 9th level, you mock the druids by learning how to change your familiar into greater beings. You can cast the Polymorph spell on your familiar. You can only polymorph your familiar into a creature that you have made into a Grafted Part. The rules of the Polymorph spell still apply regardless. You must concentrate on your familiars spell.

For example, if your familiar has a Grafted Part from a Chimera, a monstrosity of Challenge Rating 6, you must be a level 12 grafter in order for your familiar to polymorph into the Chimera. You must concentrate on this spell while your familiar is polymorphed.

You can use this feature once per long rest.

## SAVAGE VETERINARIAN

Starting at 13th level, the best way of fighting monsters is having your little monster learn from them. Whenever your familiar matches the same creature type as a target, they have advantage on all attacks and saving throws against them.

In addition, your familiar benefits from your Dual Vitality feature.

## FAMILIAL WARFARE

Starting at 17th level, the bonds between your familiar and their grafted augmentations lets them become deadlier in combat. Your familiar gains a +1 to their attack rolls, damage dealt, and armor class, per Grafted Part they have attached.

For example, if your familiar has 3 Grafted Parts, they gain a +3 to the damage they deal, their armor class, and their attack rolls.





# ADAPT YOURSELF

The world of Traksledus is nearing it's end. In order to survive the harsh environment of the constant tundra's and the rampaging magic, some opt to learn a forsaken form of work, attaching the parts of others into themselves.

Death is not always the end, as your corpse is very much a tool to be used.

All art can be found on ArtStation.

Artists credit (in order of appearance):

- Clint Cearley: Gisela, the Broken Blade - MTG
- Valentina Govedarica: Wendigo - DnD Ranger design
- Tamás Patkós: Bloodhunter
- Nino Is: Undead Giant
- Filip Ivanović: Key Art for the Hallowed Blight (Dead by Daylight)
- Angelo Bortolini: Hlaavin, Lord of the Unseen
- Phill Berry: Warforged Made of Mimics
- Eryk Szczygiel: Sewer Monster
- Michele Esposito: The Wheel - X - tarot card
- Lindsey Wakefield: Feeesh!
- Davide Rinaudo: Godrick the Grafted

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For use with any fantasy roleplaying ruleset. Play the best game of your life!



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